

1 / 2 9

FIG. 1

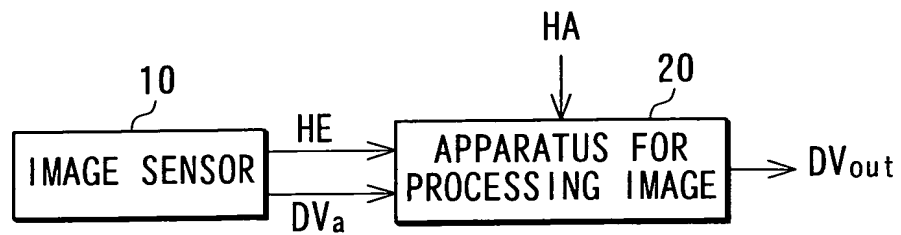
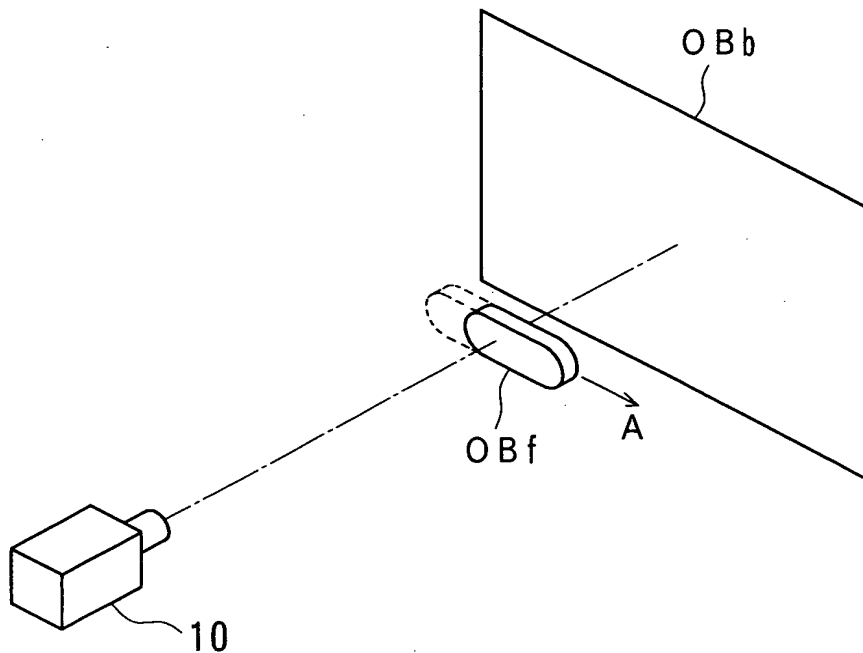


FIG. 2



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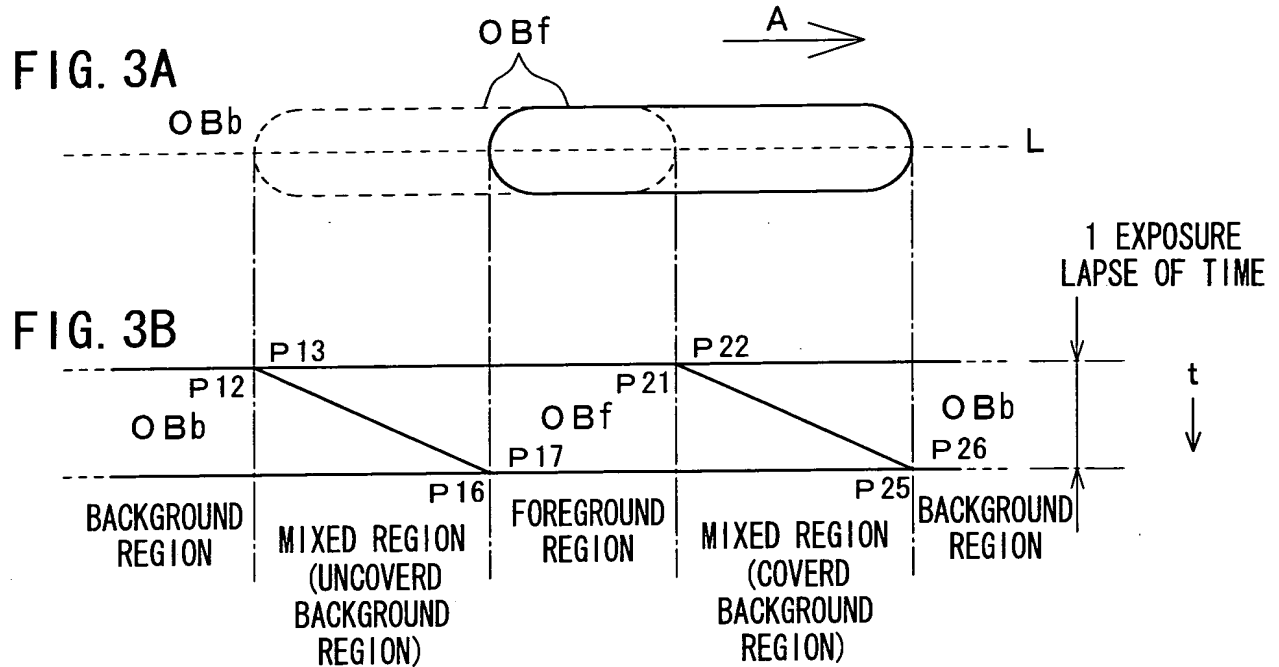


FIG. 5

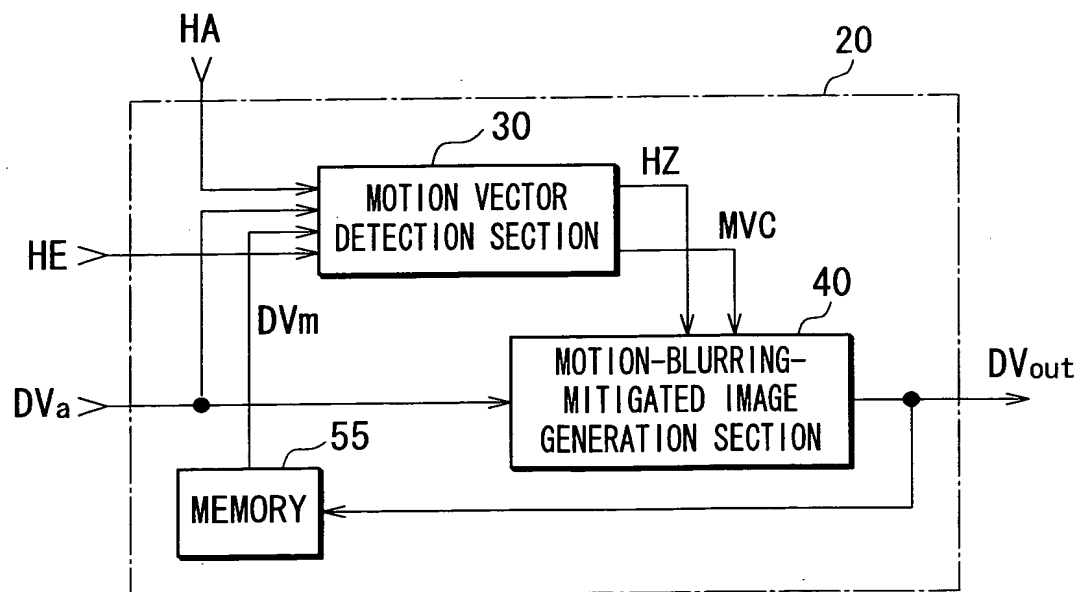
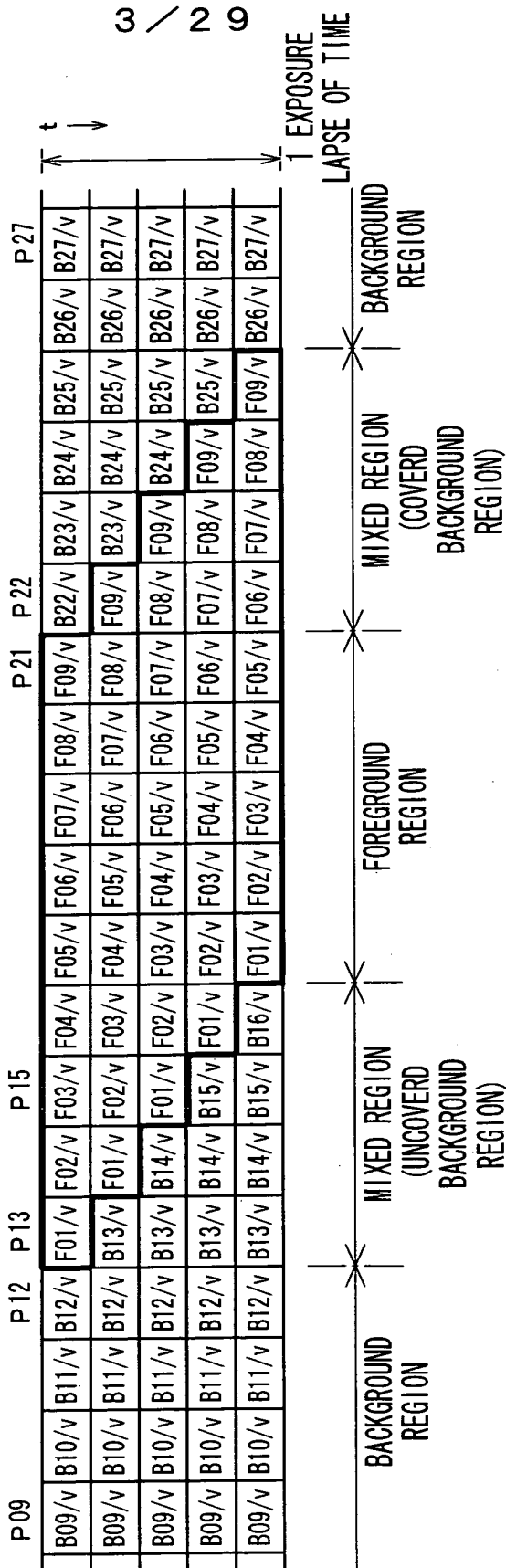


FIG. 4



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FIG. 6

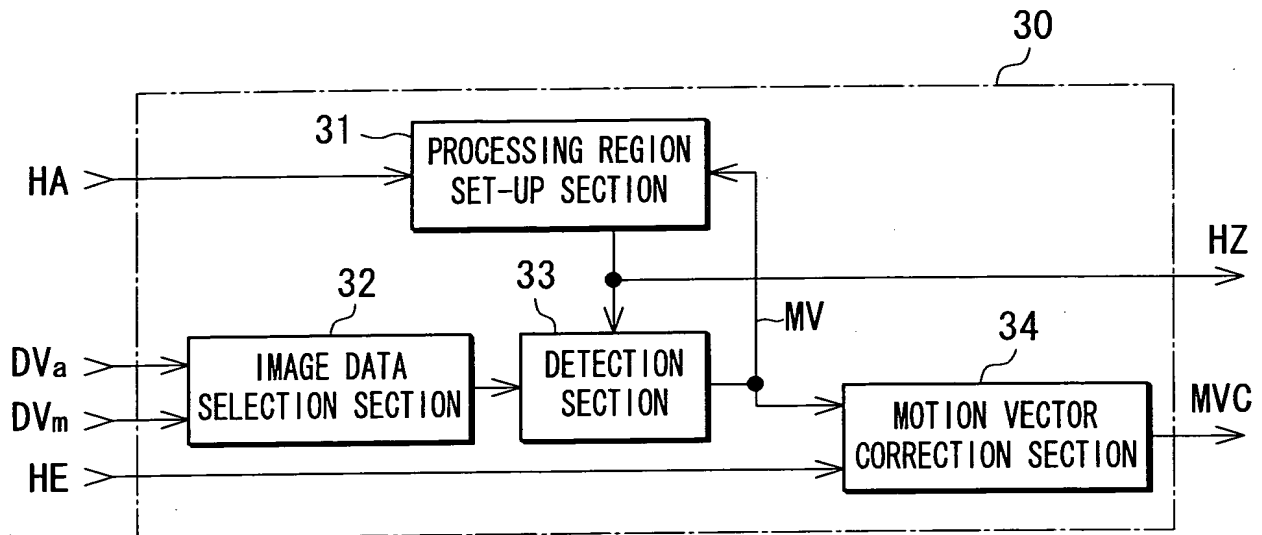
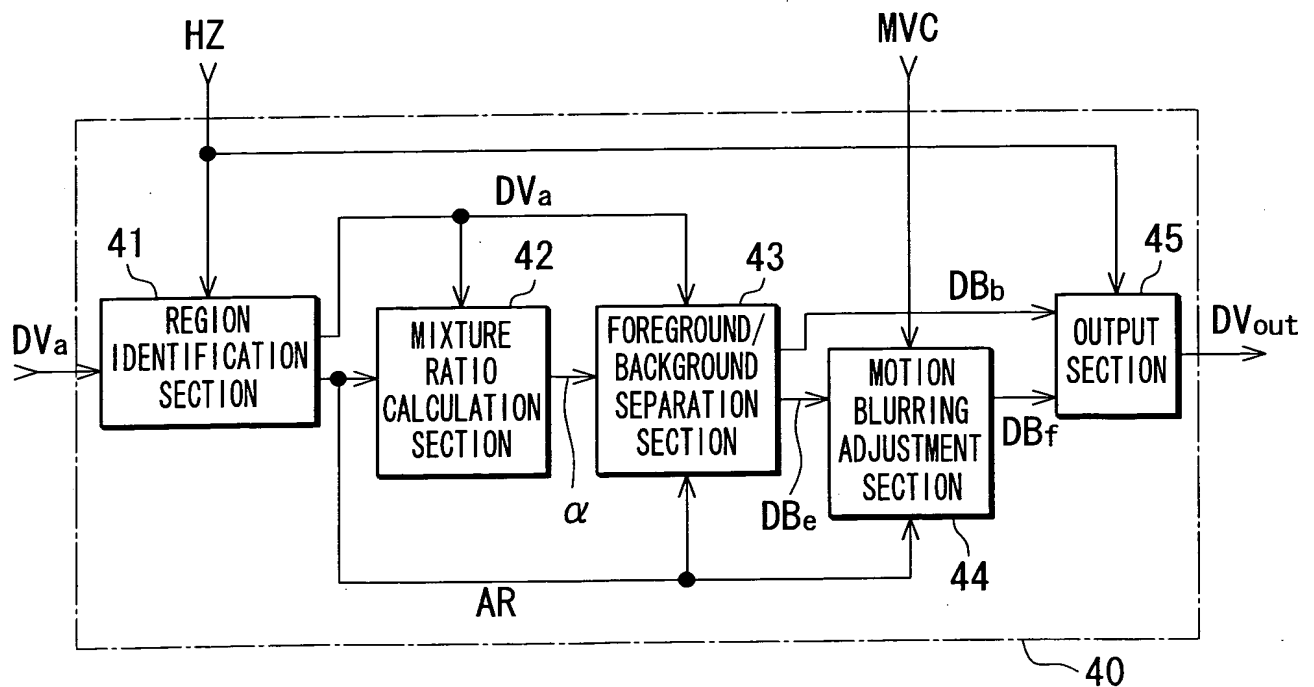


FIG. 7



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FIG. 8

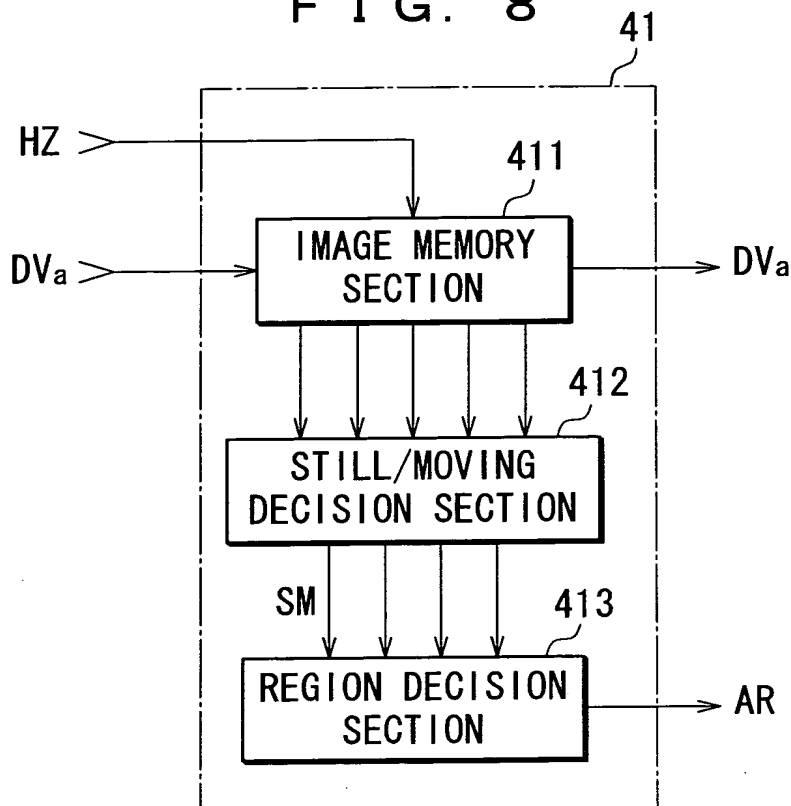


FIG. 10

REGION DETERMINATION	STILL/MOVING DECISION ON FRAMES #n-2 AND #n-1	STILL/MOVING DECISION ON FRAMES #n-1 AND #n	STILL/MOVING DECISION ON FRAMES #n AND #n+1	STILL/MOVING DECISION ON FRAMES #n+1 AND #n+2	DECISION LOGIC
STILL REGION		STILL	STILL		OR
COVERD BACKGROUND REGION	STILL	MOVING			AND
UNCOVERD BACKGROUND REGION			MOVING	STILL	AND
MOVING REGION		MOVING	MOVING		AND

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The diagram illustrates the structure of video frames and their corresponding regions. The columns represent frame numbers from P01 to P37. The rows represent frame types, labeled as FRAME #n-2, FRAME #n-1, FRAME #n, FRAME #n+1, and FRAME #n+2. The diagram shows how frames are interleaved and how regions are covered over time.

The timeline at the bottom is divided into five regions:

- STILL REGION
- UNCOVER BACKGROUND REGION
- MOVING REGION
- COVER BACKGROUND REGION
- STILL REGION

The diagram shows that frames are interleaved, with FRAME #n-2, FRAME #n-1, FRAME #n, FRAME #n+1, and FRAME #n+2 appearing in a sequence. The regions are covered by the frames, with the UNCOVER BACKGROUND REGION and MOVING REGION being covered by FRAME #n-1 and FRAME #n, and the COVER BACKGROUND REGION being covered by FRAME #n+1 and FRAME #n+2.

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FIG. 11

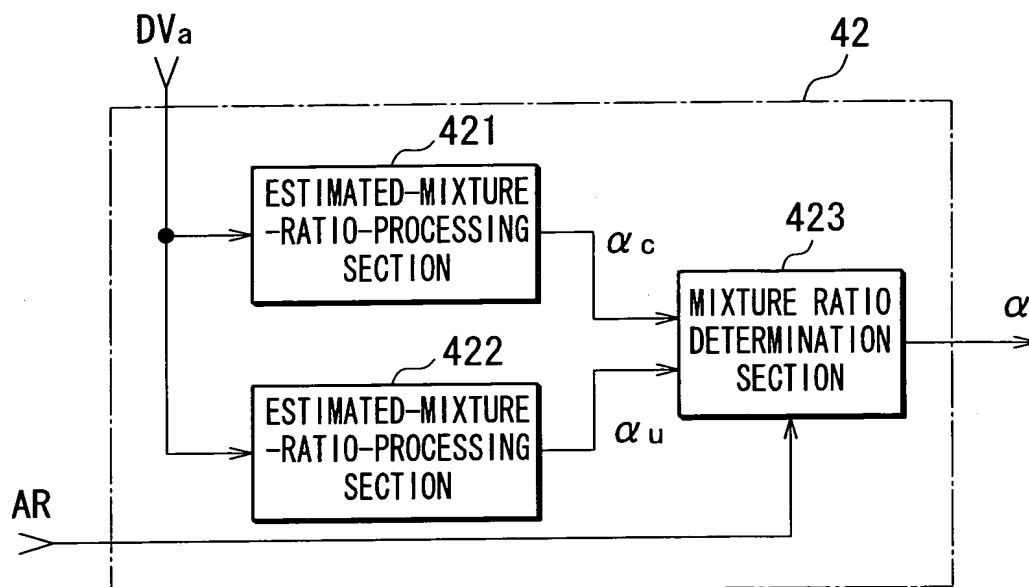
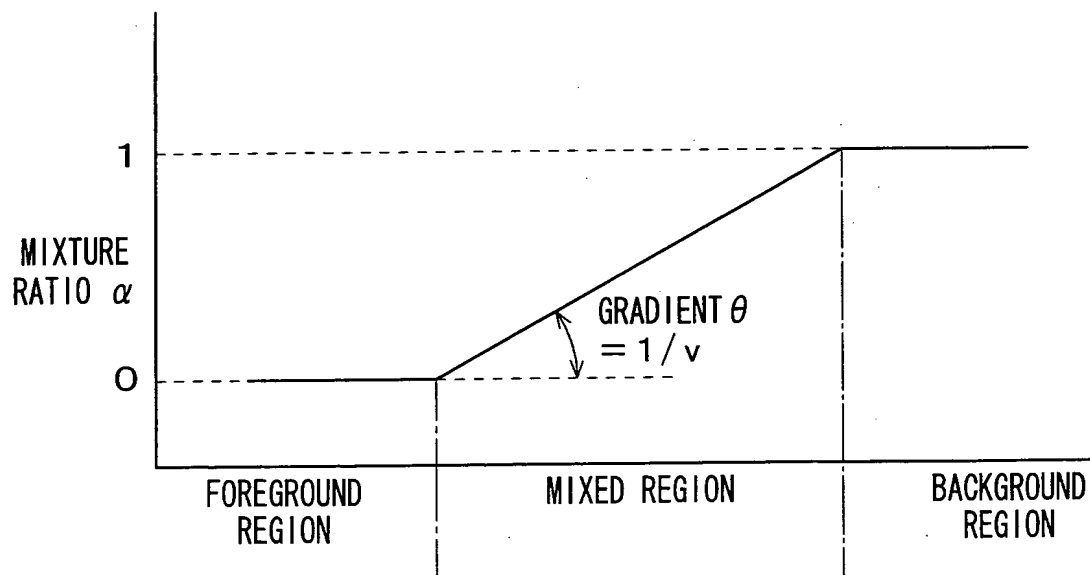


FIG. 12



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FIG. 13

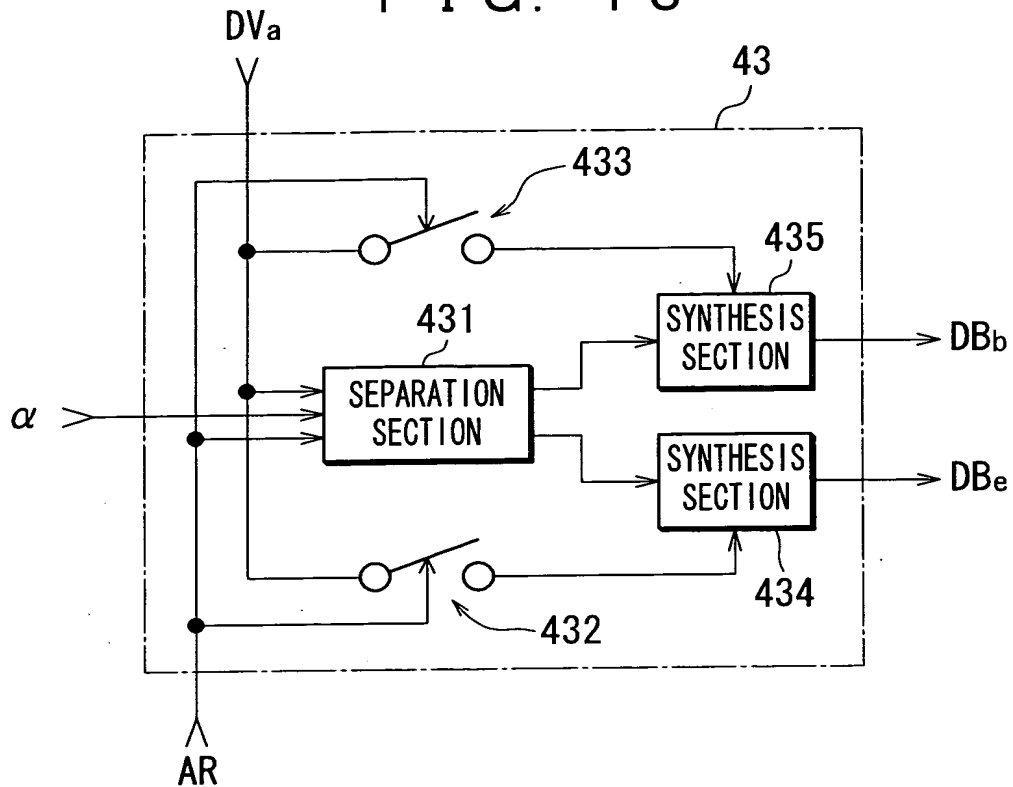


FIG. 14

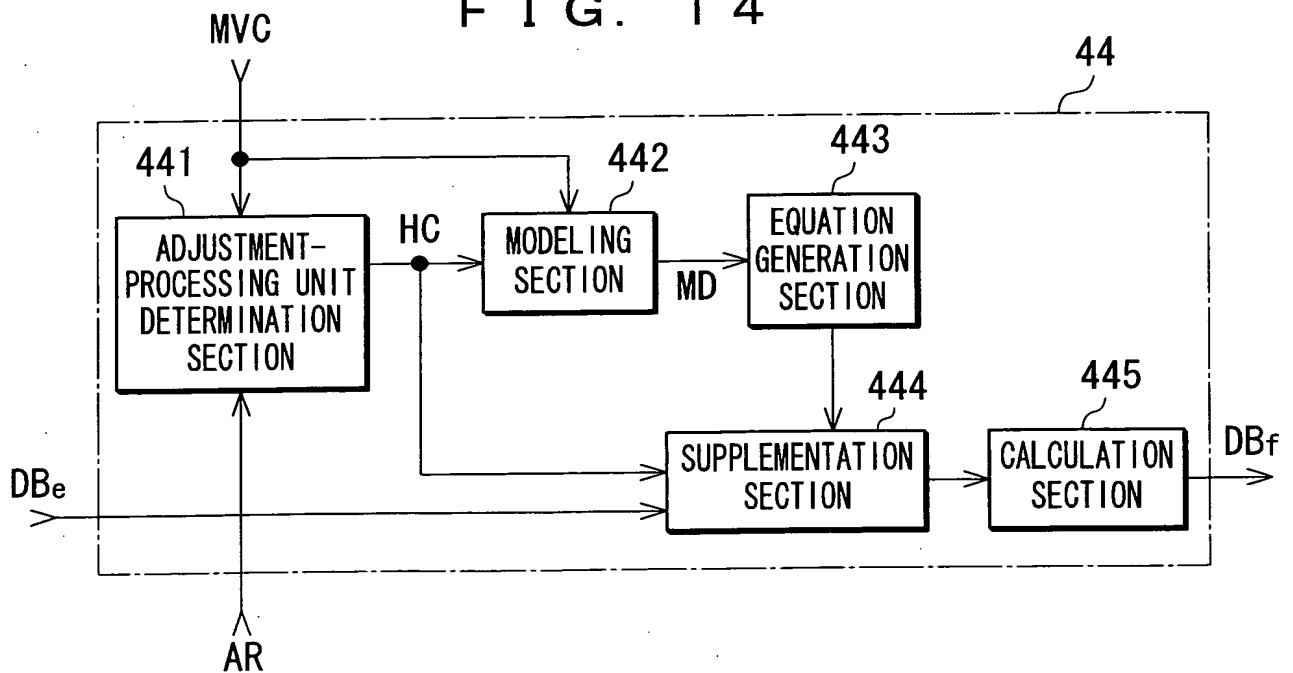


FIG. 15

F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v							
	F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v						
		F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v					
			F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v				
				F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v			
					F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v		
						F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v	

C13

C01

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FIG. 16

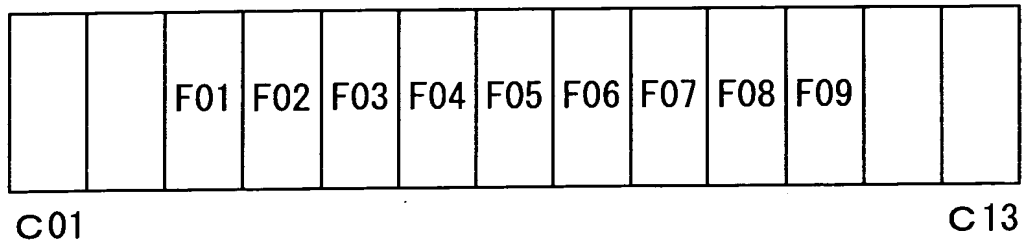
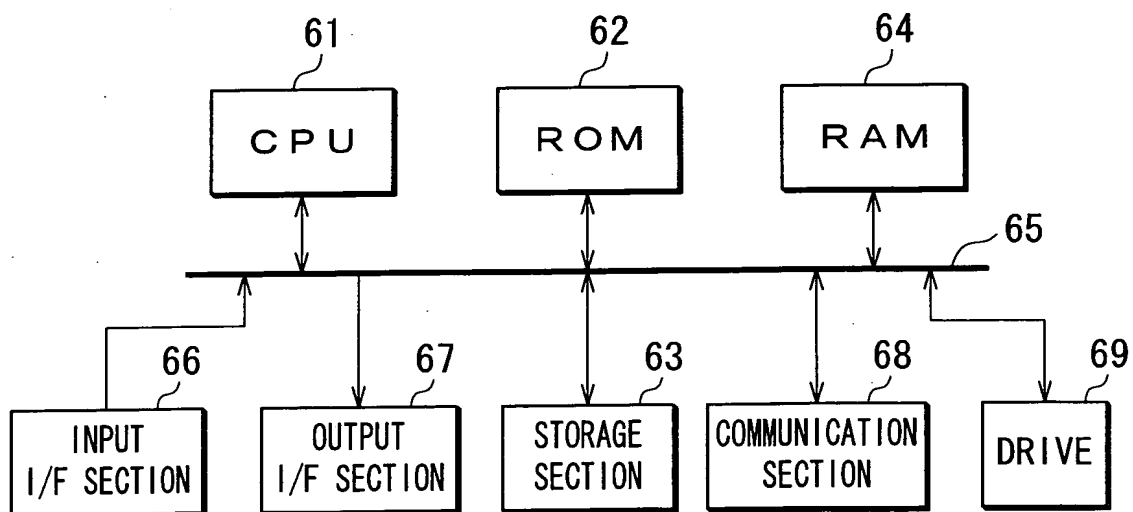
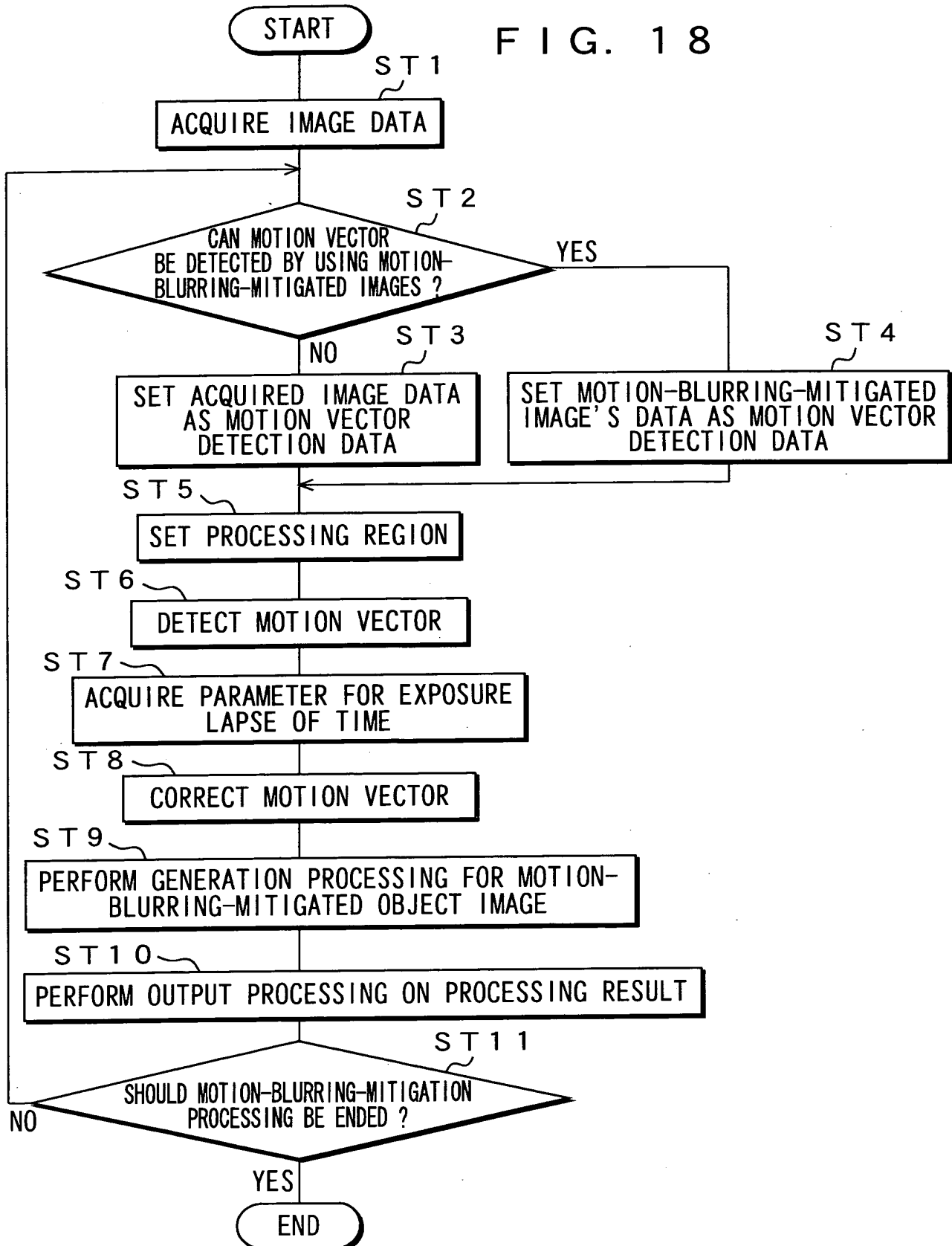


FIG. 17



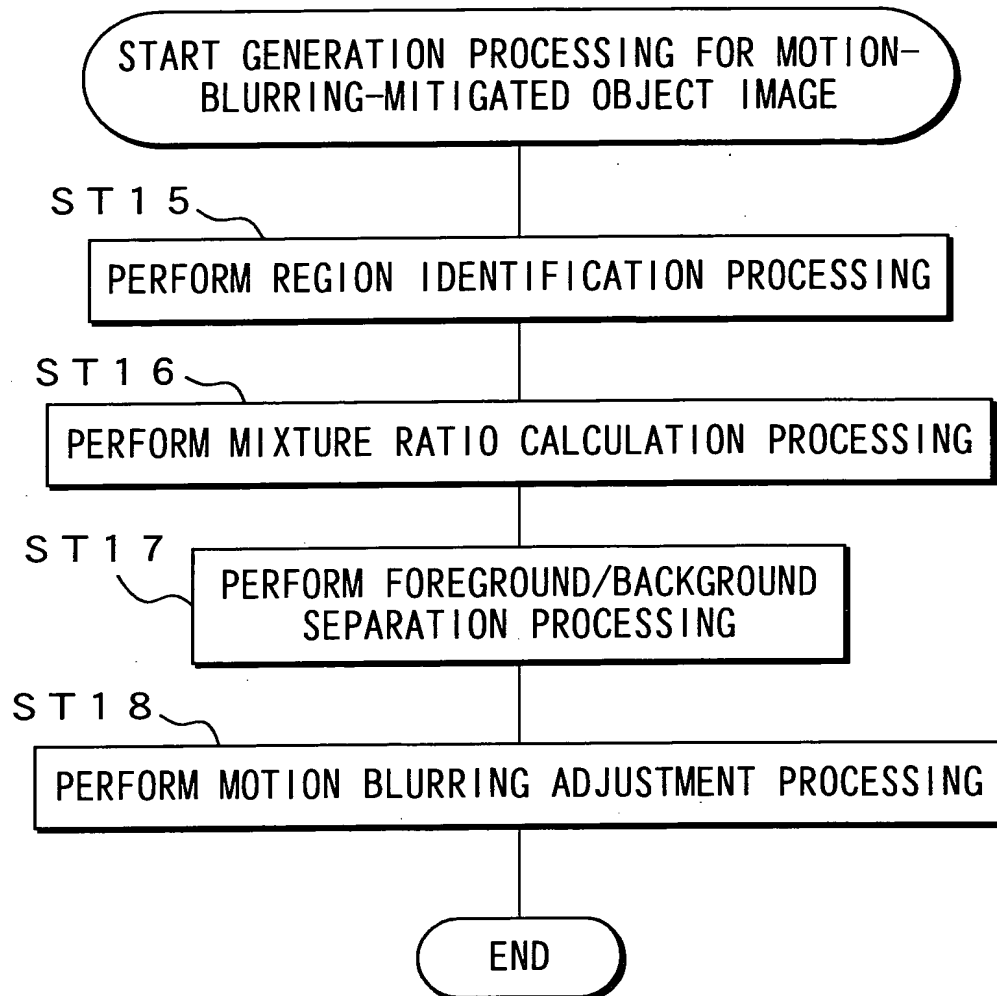
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FIG. 18



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F I G. 1 9



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FIG. 20

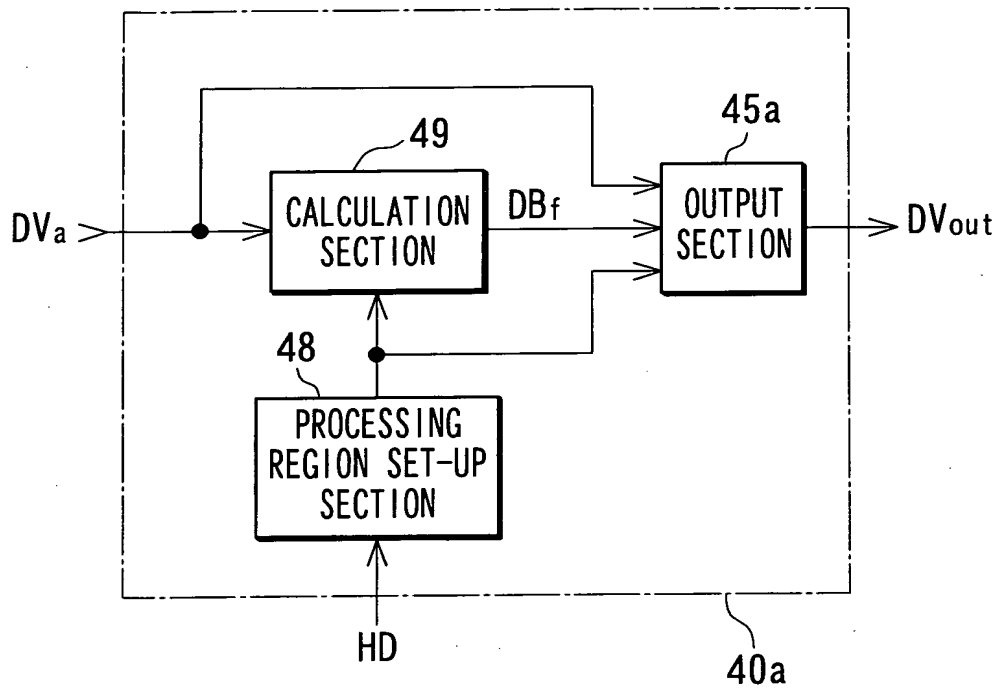
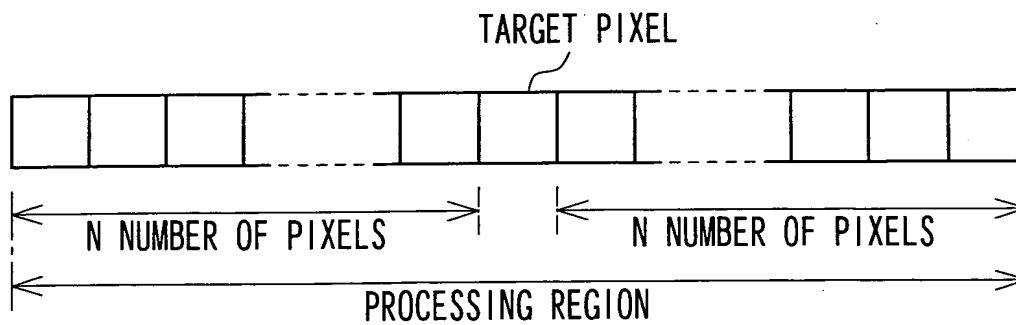


FIG. 21



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FIG. 22A

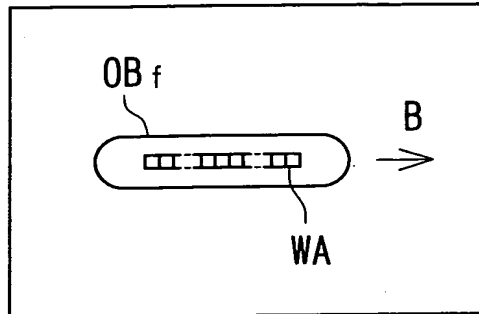


FIG. 22B

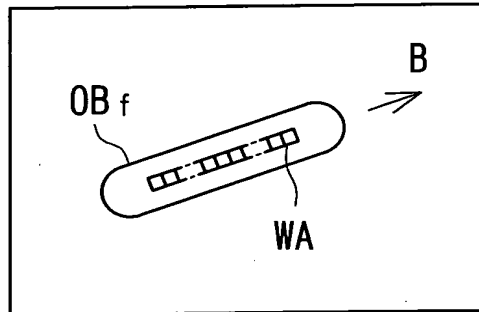


FIG. 23

TARGET PIXEL

Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v	Y8/v
Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v
Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v
Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v
Y-8/v	Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v

MOVEMENT
QUANTITY
(v=5)

N NUMBER OF PIXELS (N=6)

N NUMBER OF PIXELS (N=6)

PROCESSING REGION

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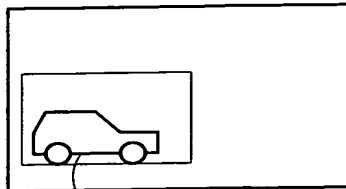
OB_f

FIG. 24A

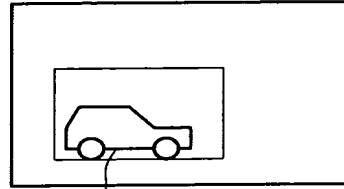
OB_f

FIG. 24B

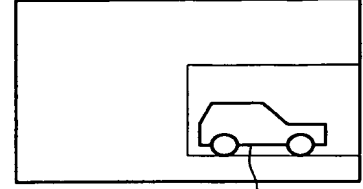
OB_f

FIG. 24C

FIG. 25A

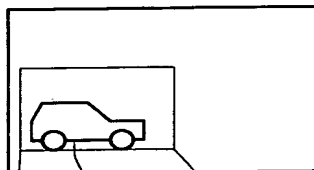
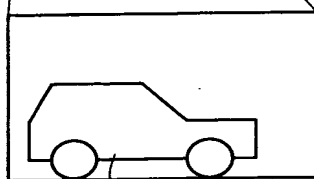
OB_fOB_f

FIG. 25D

FIG. 25B

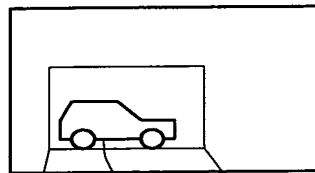
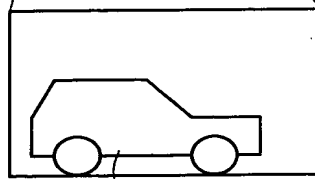
OB_fOB_f

FIG. 25E

FIG. 25C

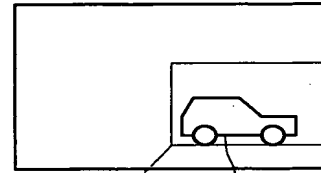
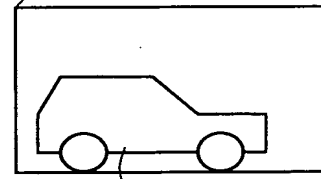
OB_fOB_f

FIG. 25F

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FIG. 26

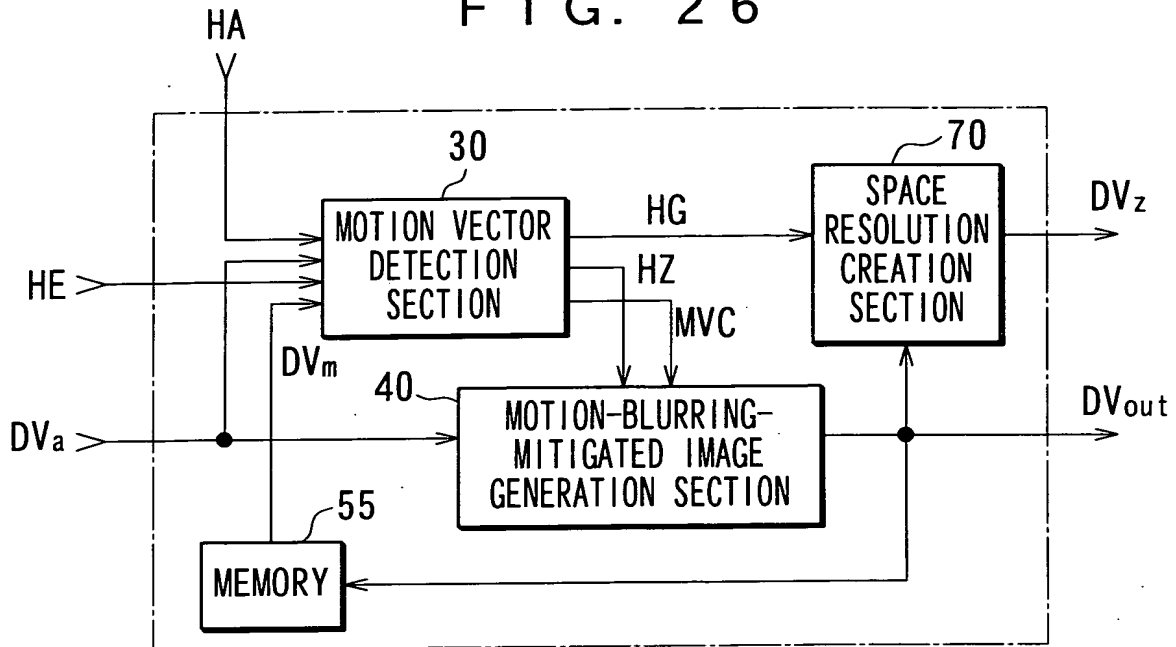
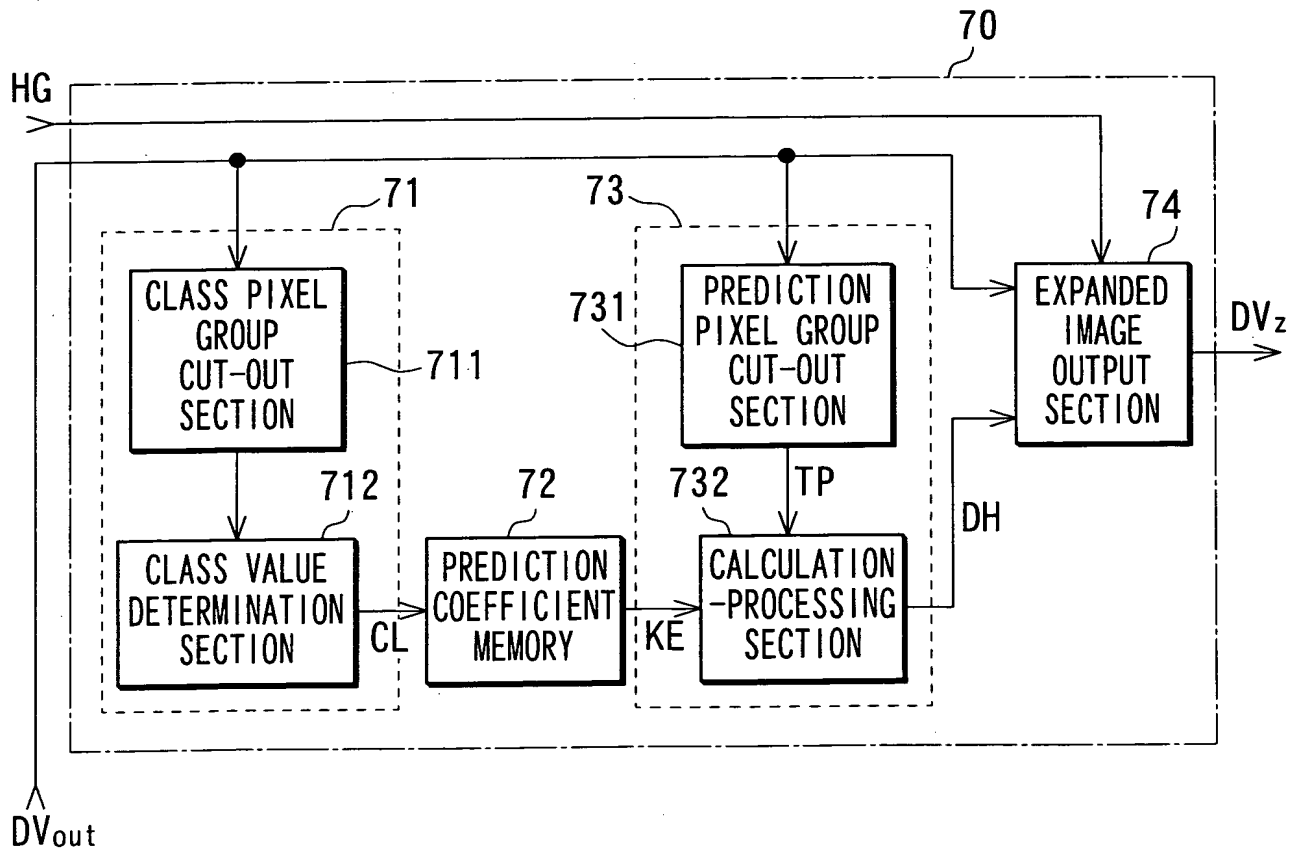


FIG. 27



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FIG. 28

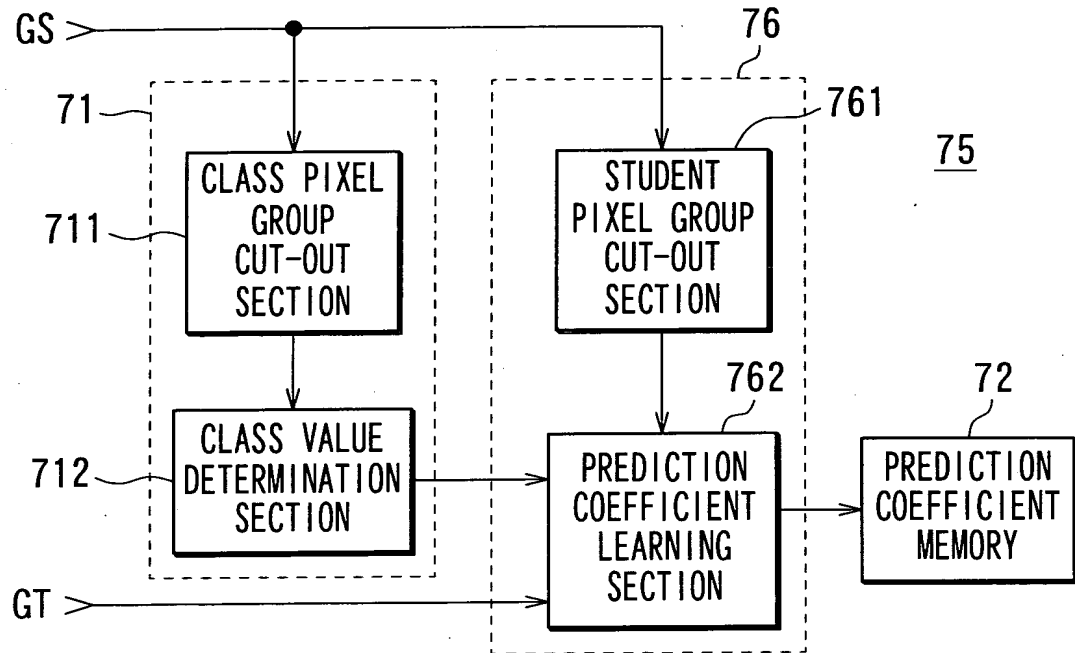
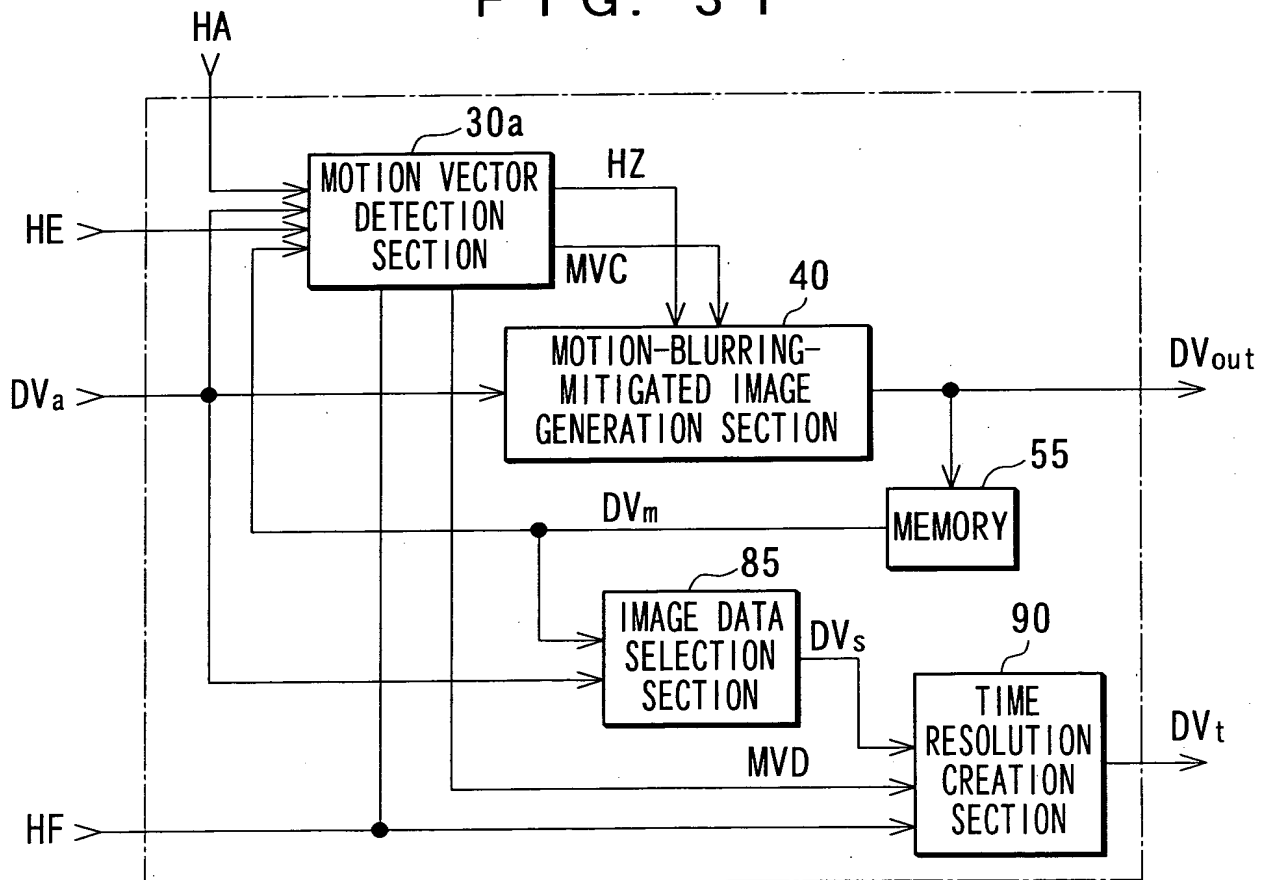
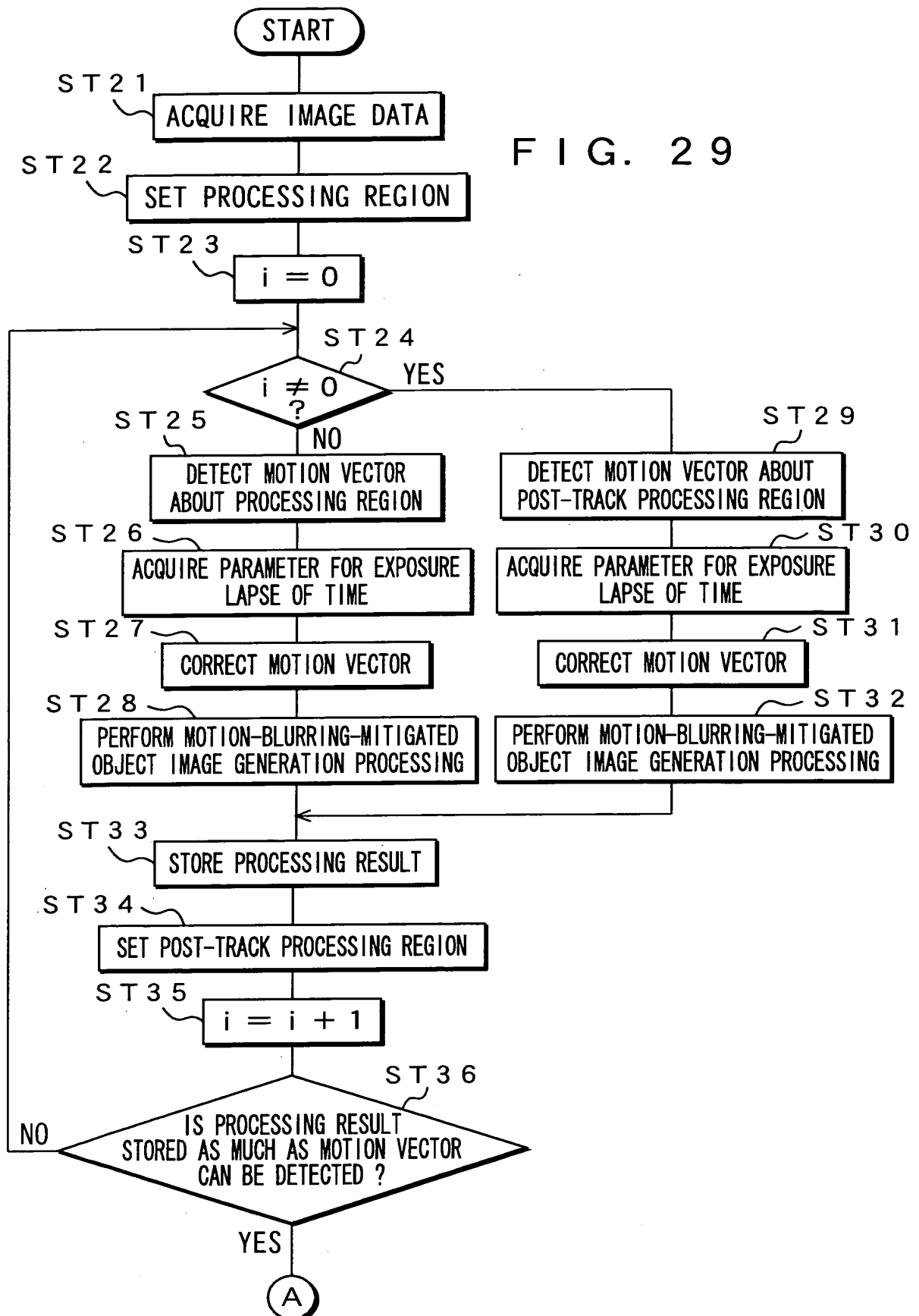


FIG. 31



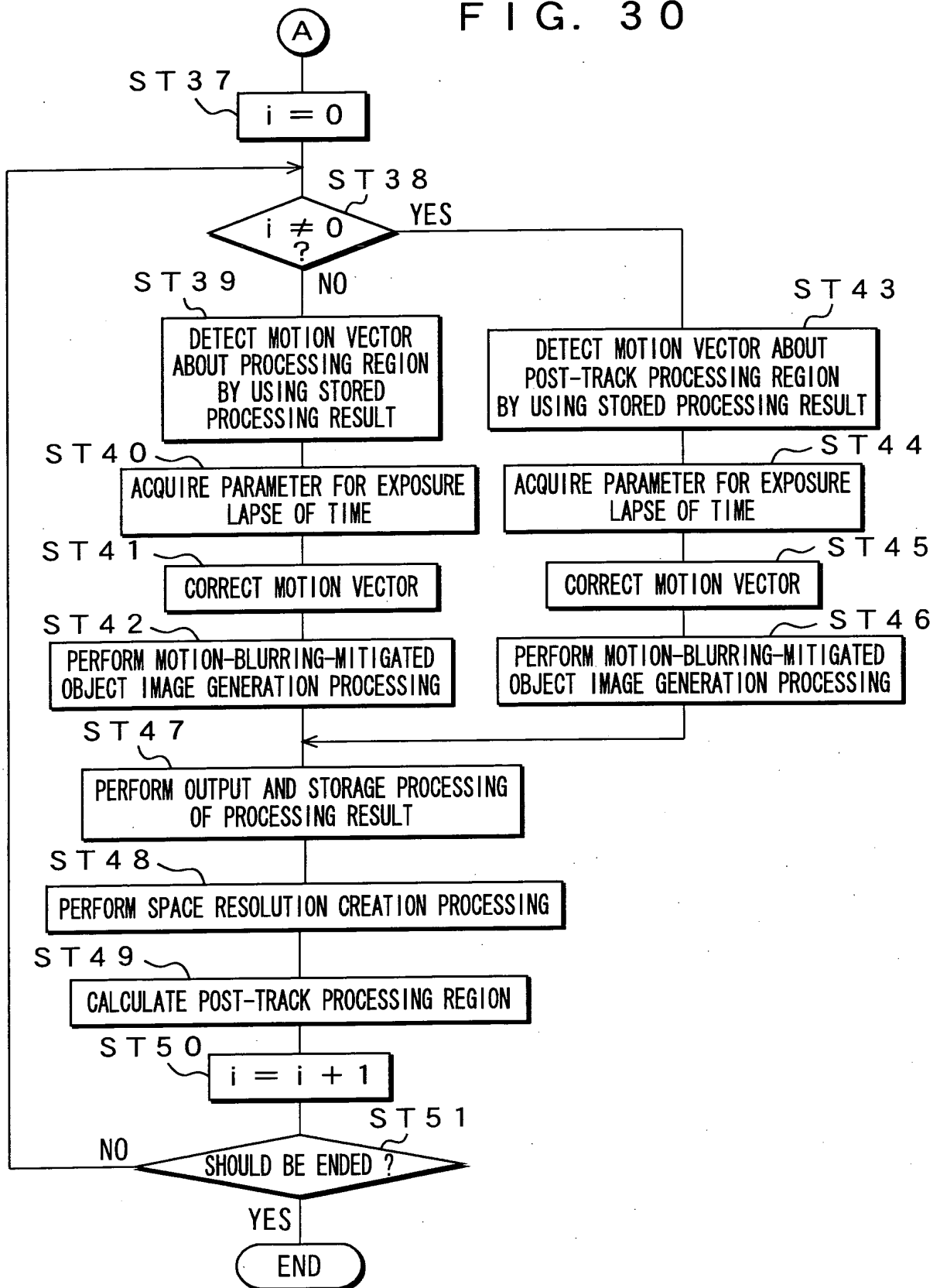
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FIG. 29



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FIG. 30



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FIG. 32

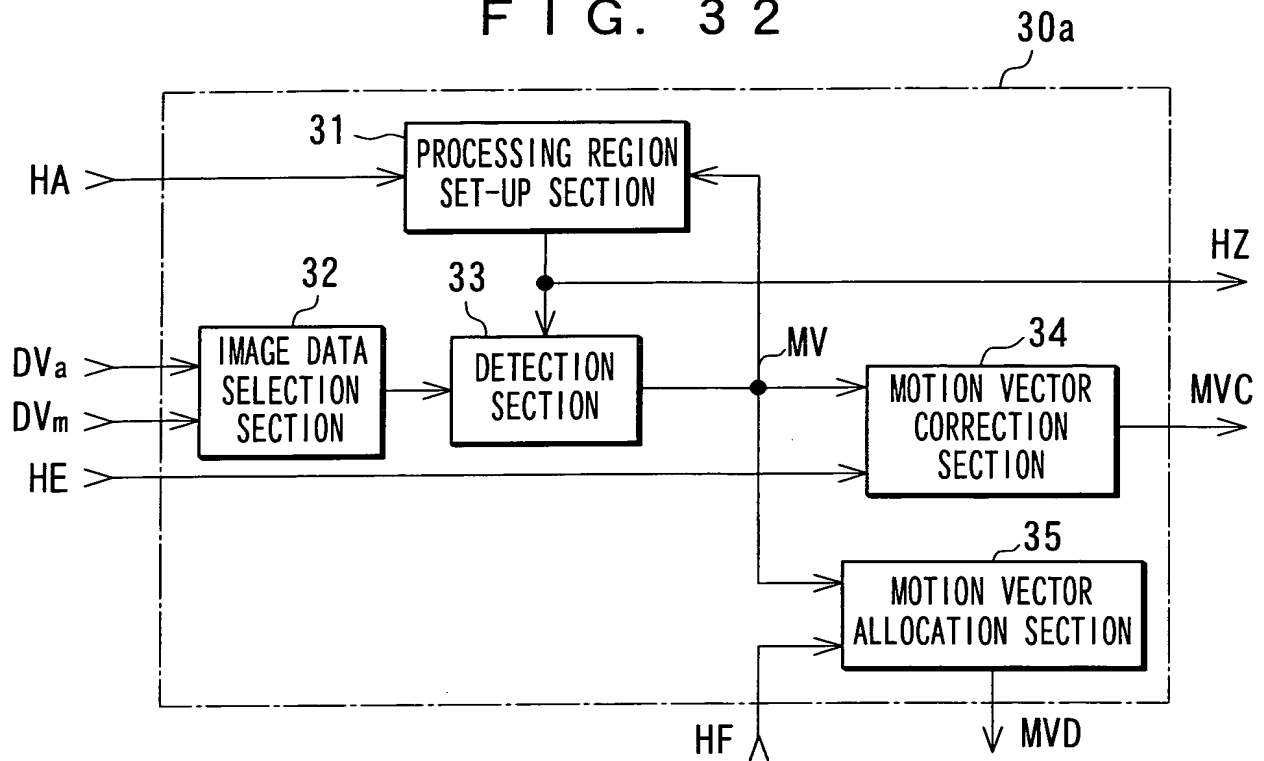
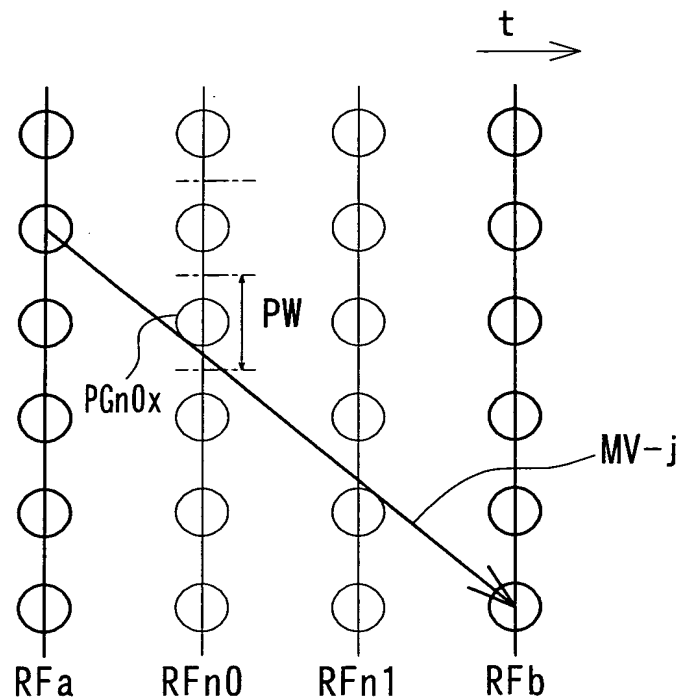
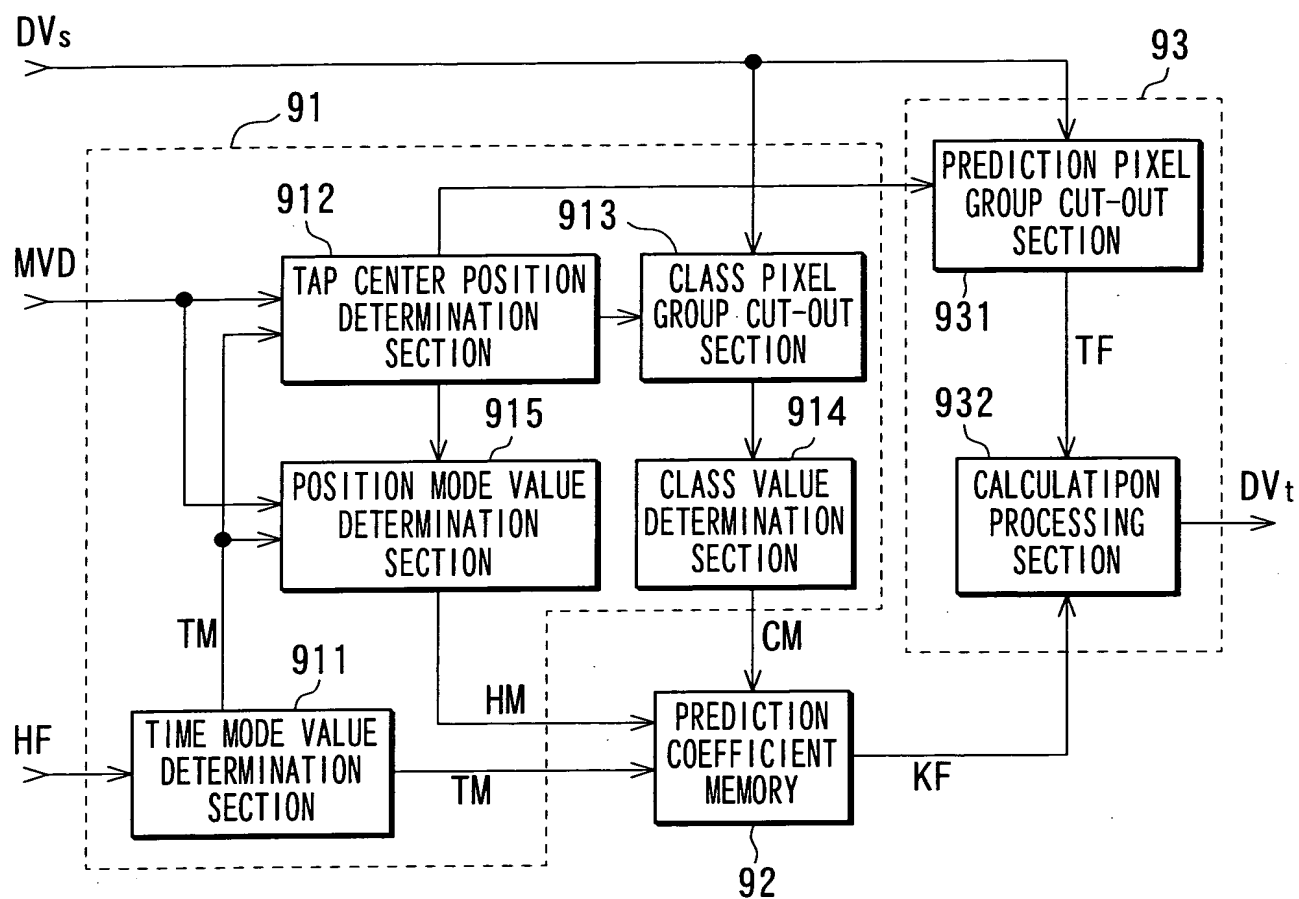


FIG. 33



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FIG. 34



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FIG. 35A

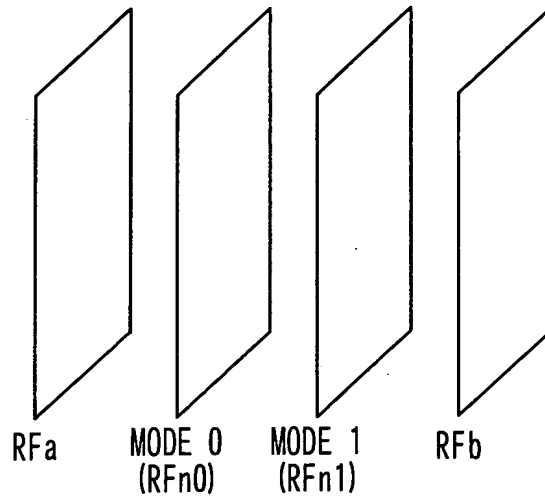
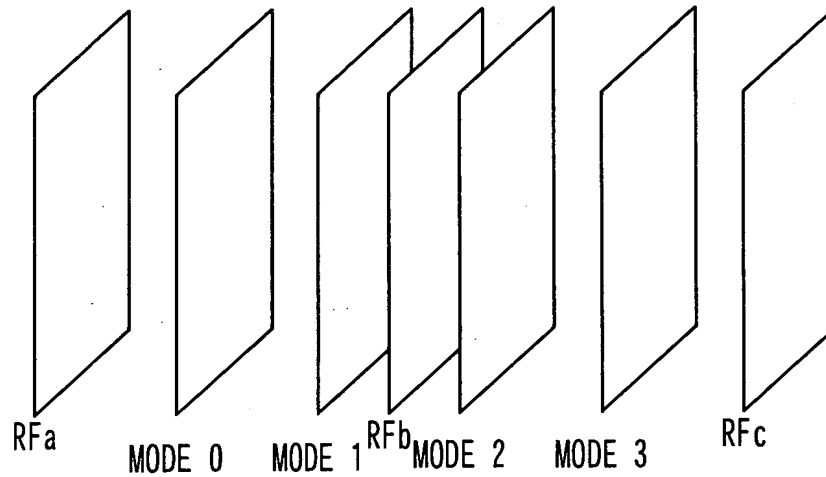


FIG. 35B



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FIG. 36

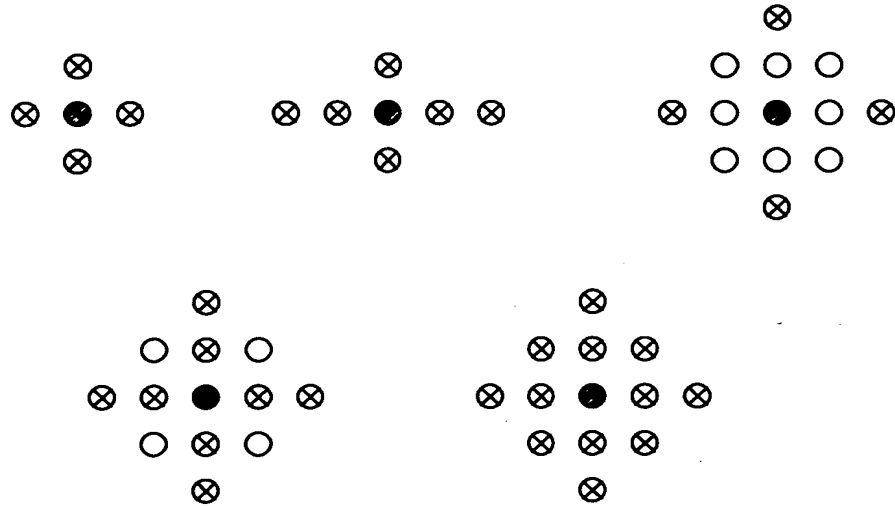
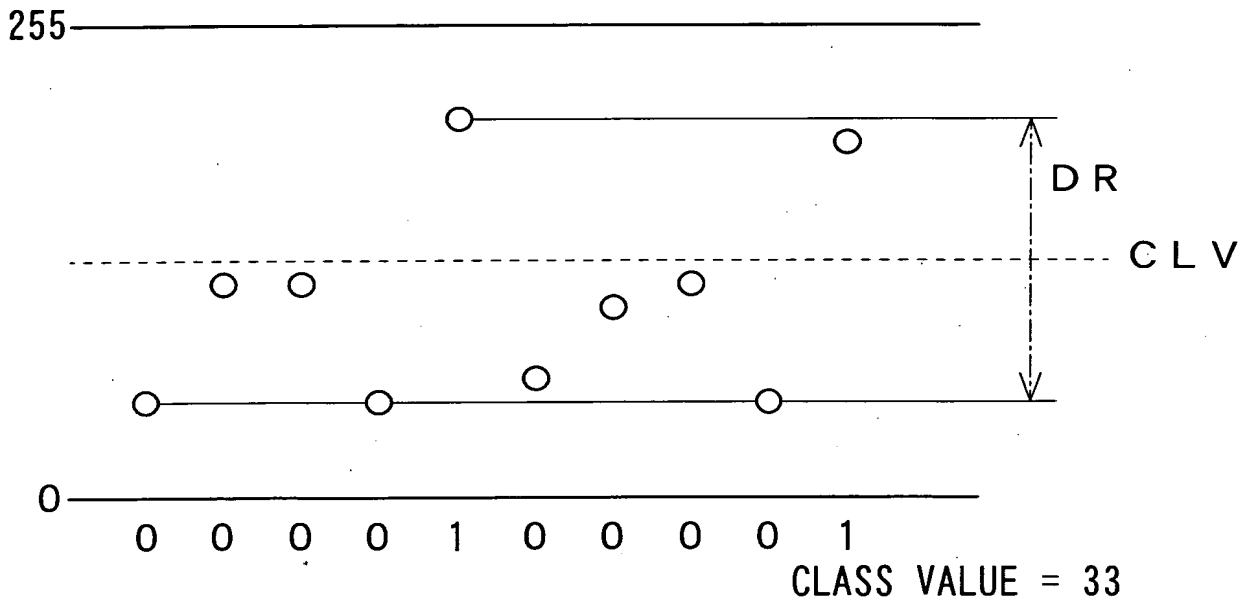
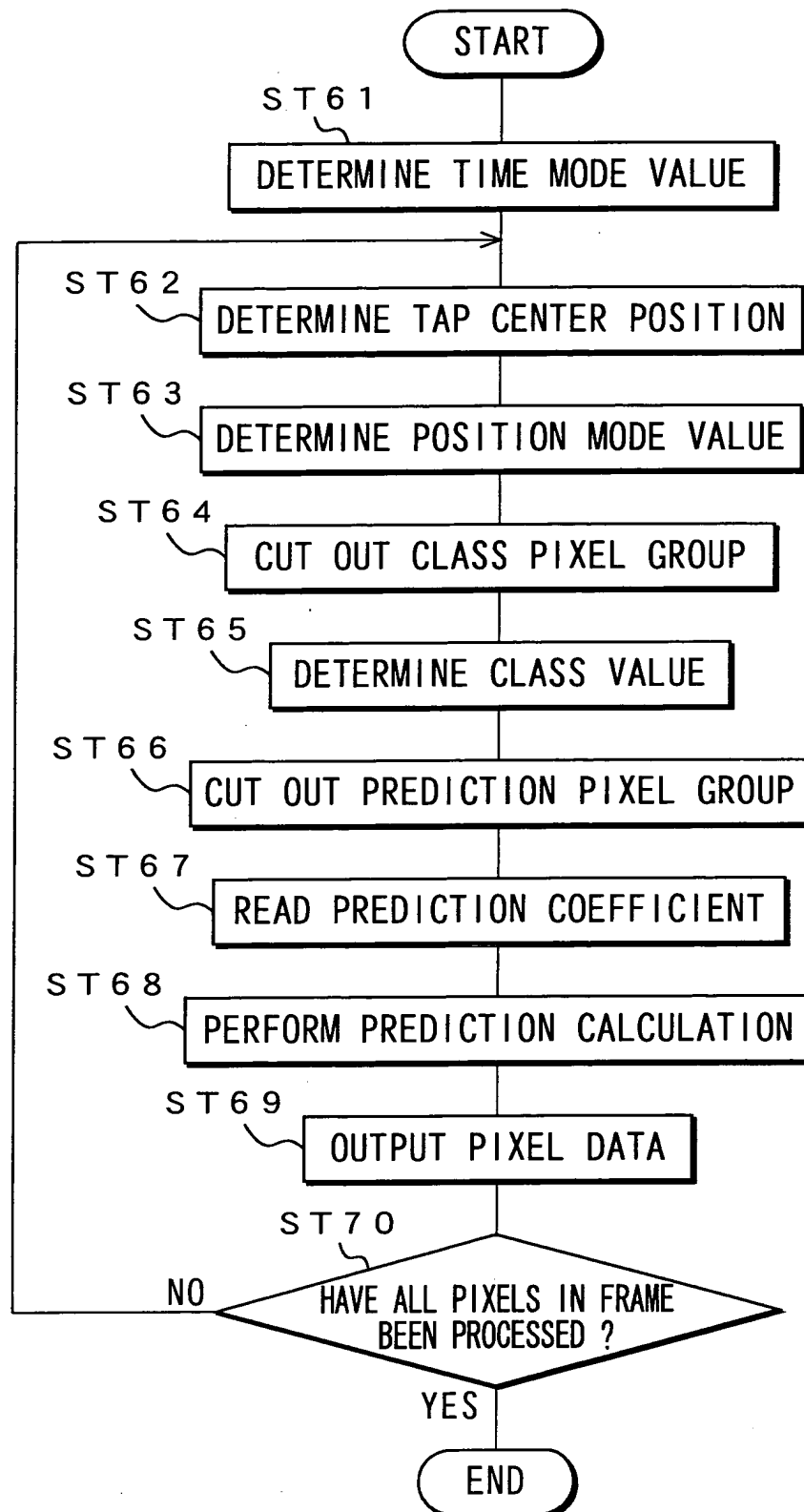


FIG. 37



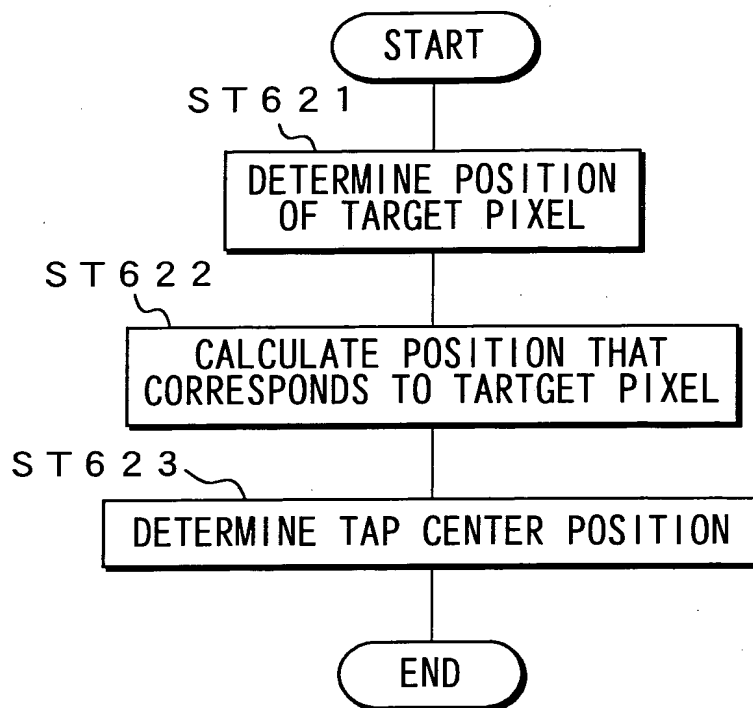
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FIG. 38



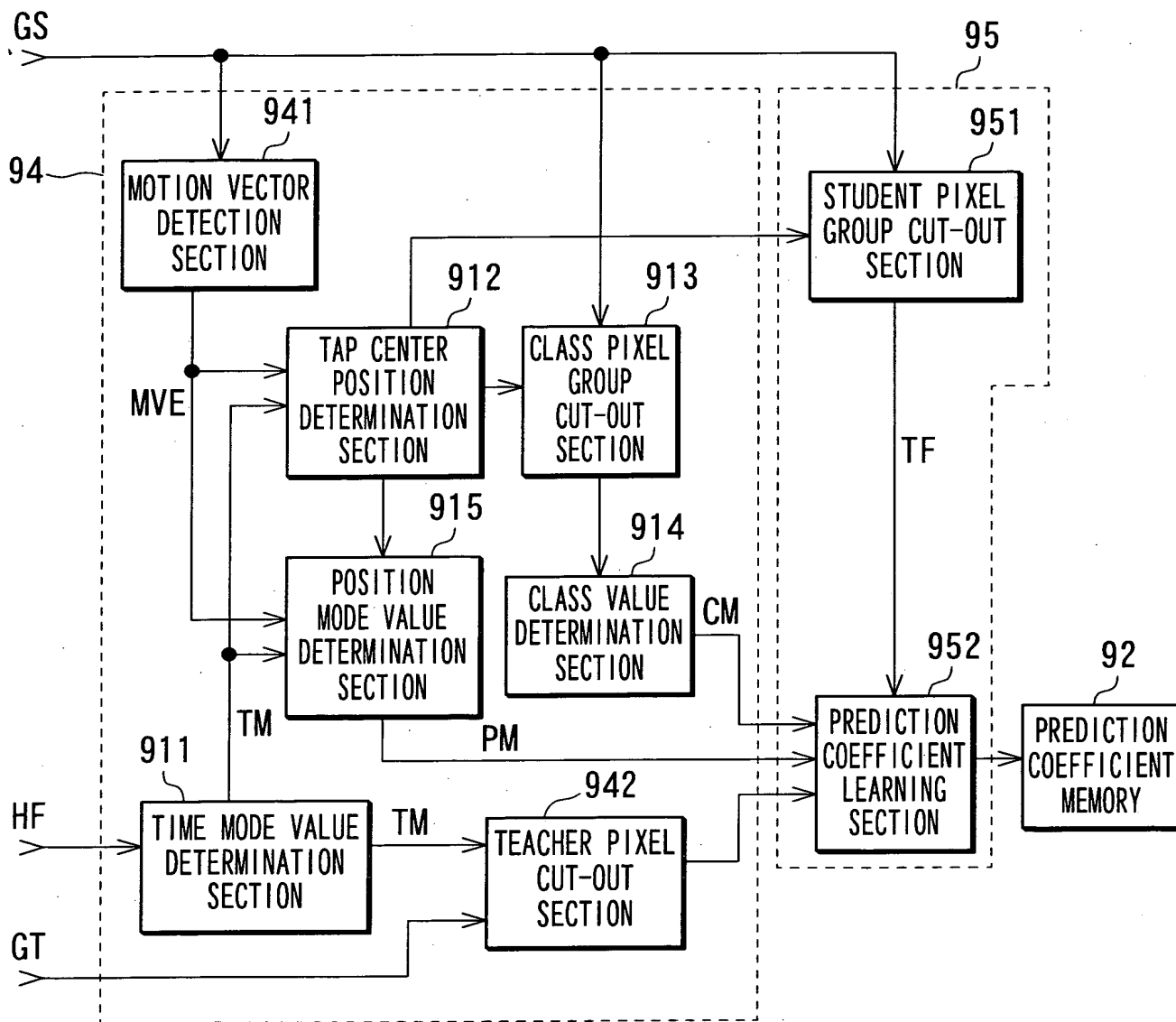
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FIG. 39



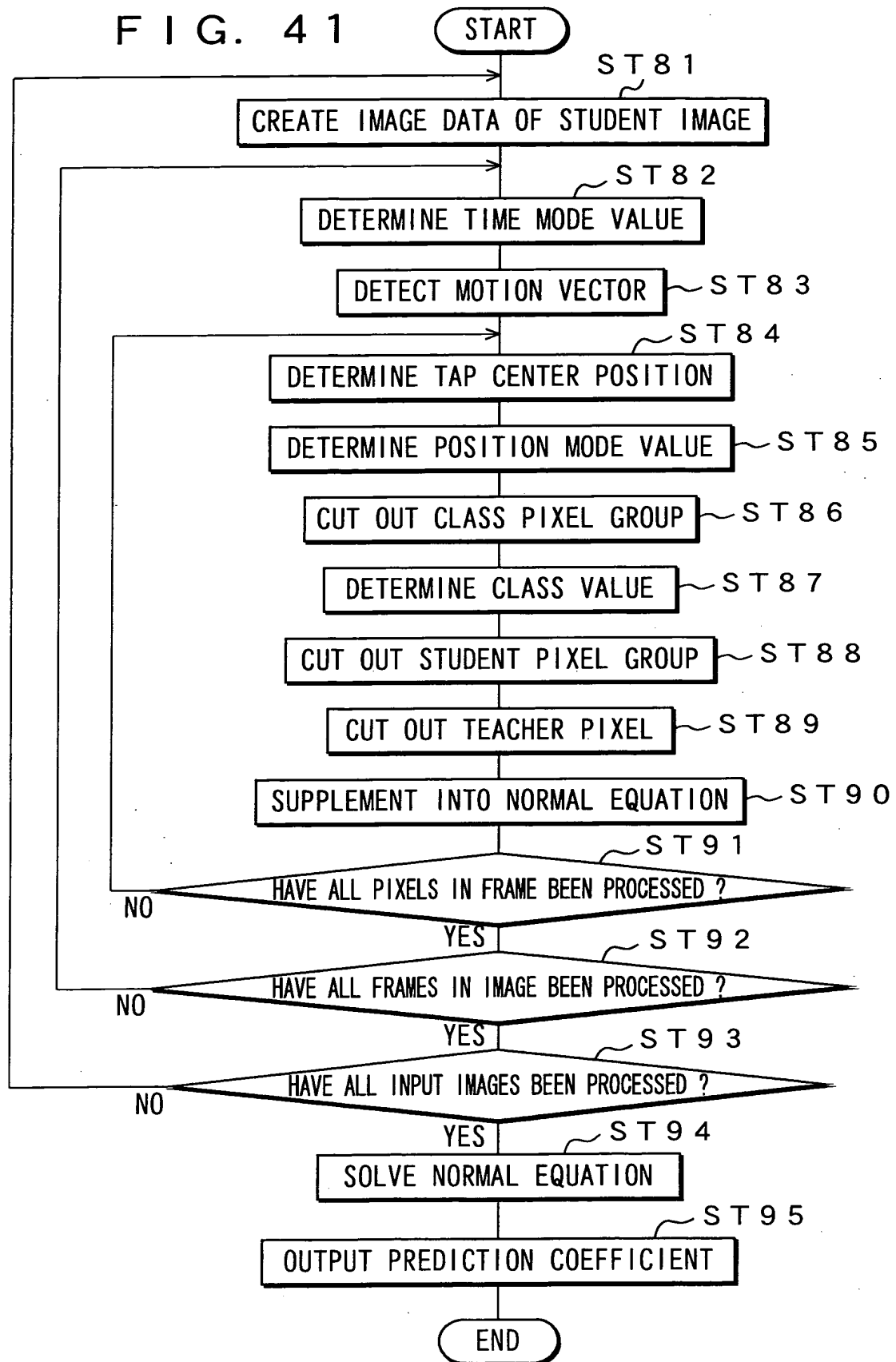
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FIG. 40



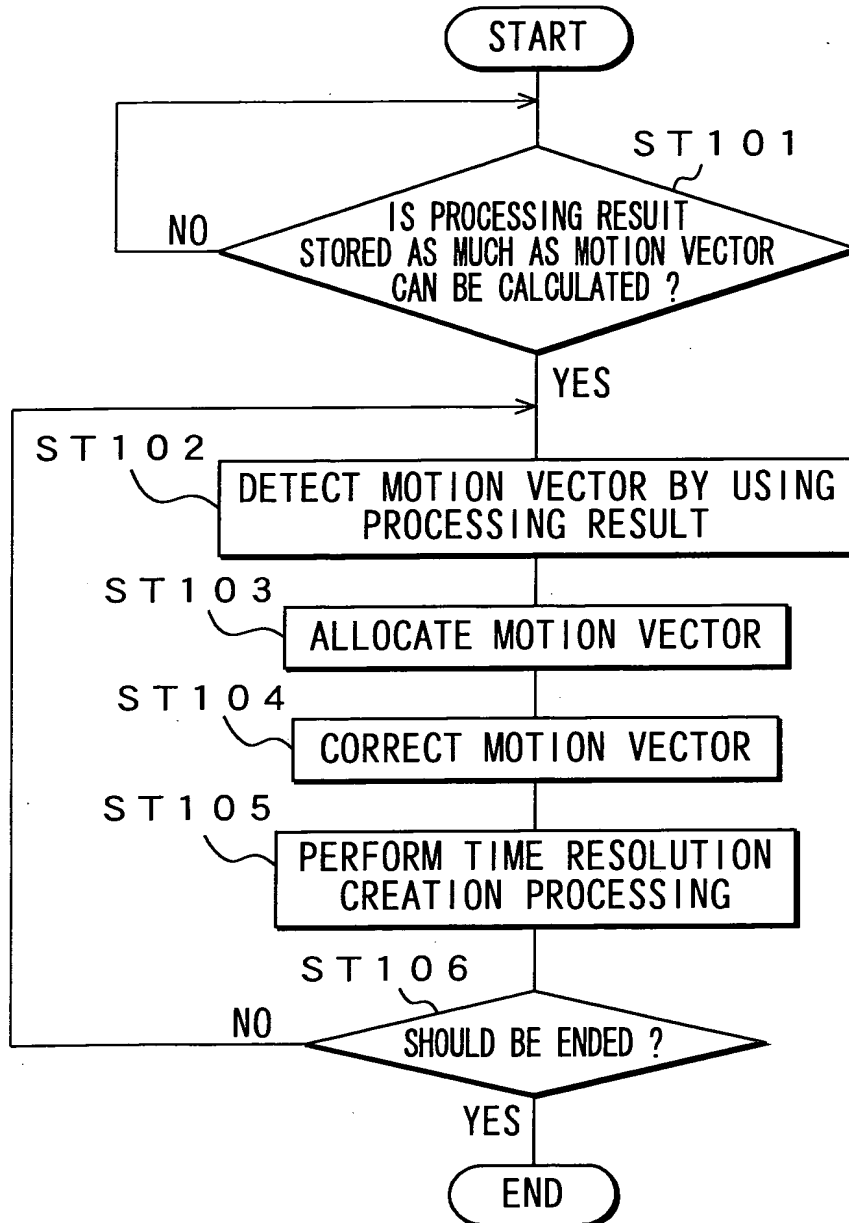
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FIG. 41



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FIG. 42



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FIG. 43

